HUSH-HUSH

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THE CURIOUS CASE OF THE NOT-SO-MISSING HEIRESS

By Martin Gonzalvez

Hollywood – April, 1936 – Dear Reader, remember the famous, or should I say, infamous case of the Death's Door Damsel? Of course you do! Wealthy socialite Mathilde Lancour has suddenly and mysteriously "gone missing." Then a few week later, her family tells the world that the AWOL heiress had been found, suffering from "exhaustion," and had checker herself into a hospital and resort in the Swiss Alps to "recuperate." Don't you believe it! Our ace sources tell us a different story: how the ill-fated debutante had actually been kidnapped! How the family had hired a private detective to get her back. How the rescue effort failed, and the unfortunate heiress suffered an untimely demise at the hands of the kidnappers. Funny how her body has never been found – almost like every trace of her had been wiped off the face of the earth! Don't believe the official story! And remember, dear readers, you heard it here first! Off the record, on the QT, and very...hush-hush.

The Cleaner Rules, v5.0 (07182018)
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Comments and feedback: The Cleaner Work-in-Progress Thread on
Boardgamegeek

Game Idea

The Cleaner is a solo race against time to use the right equipment, to clean up crime scene evidence, before time runs out and the police arrive.

Objective

You are **The Cleaner**. Your job is to clean up evidence from crime scenes in which murders have been committed. You must grab your Equipment cards, make your way to the crime scene, use your equipment efficiently, and clean up as much Evidence as possible — before time runs out and the police arrive. The more evidence you leave behind, the lower your score. Can you sanitize increasingly difficult crime scenes, to become the greatest Cleaner in the city?

Print and Play Components (v5.0)

Components	Print and Play Instructions
- **36 Evidence Tiles (17 for Crime Scene 1, 19 for Crime Scene 2), front and back**	Print one copy each on plain paper or card stock, cut each tile and glue to card stock or cardboard
- **13 Basic Equipment Cards + backs** - **Eight Advanced Equipment Cards + backs**	Print one copy on card stock, double-sided with card backs
- **One Player Board with Crime Scene Time Tracker**	Print one copy on card stock, mount on cardboard
- **One Crime Scene 1 Game Board** - **One Crime Scene 2 Game Board**	Print one copy of each half on card stock, mount on cardboard. Crime Scenes 1 and 2 are intended to be mounted back to back, with a layer of cardboard sandwiched in between.

Player provides:
- **Yellow Effort cubes** (Small Effort)*
- **Orange Effort cubes** (Medium Effort)*
- **Red Effort cubes** (High Effort)*
- **Blue Effort cubes** (Very High Effort)*
- **Green Effort cubes** (Intense Effort)*
- **Black Effort cubes** (Inhuman Effort)*
- **1 Time Tracker Cube**
- **at least 7 Six-sided Dice (d6)***

*Cubes and dice are not meant to be limited, provide as many as needed (in general, eight of each cube color should be enough)

Game Setup (v5.0)

	Crime Scene 1	Crime Scene 2
Victim Tiles (marked with "1" or "2" on the back)	1 required. We included an optional second victim in case you want to increase difficulty.	2
Murder Weapon Tiles (marked with "1" or "2" on the back)	1	2
Evidence Tiles (marked with "1" on the back for Crime Scene 1, or "2" on the back for Crime Scene 2)	Easy Difficulty: 6 Normal Difficulty: 8 Hard Difficulty: 10 Insane Difficulty: All 16!	Easy Difficulty: 8 Normal Difficulty: 10 Hard Difficulty: 12 Insane Difficulty: All 19!
Equipment Cards	13 Basic	13 Basic + 8 Advanced
Effort Cubes	Yellow (Low Effort) Orange (Medium Effort) Red (High Effort)	Yellow, Orange and Red plus: Blue (Very High Effort) Green (Intense Effort) Black (Inhuman Effort)

1. Decide if you are playing Crime Scene 1 or 2.
2. Place the **Victim** and **Murder Weapon Tiles** for your selected **Crime Scene** on the corresponding **Crime Scene Game Board**, in the center of the play area.
3. Separate the **Evidence Tiles** into two piles (**Crime Scene 1 and 2**) and shuffle.
4. Draw a number of **Evidence Tiles** based on selected game difficulty, place face-up on matching spaces on selected **Crime Scene Game Board.**
5. Place **Equipment Cards** in play area.
   5A. If you are playing Crime Scene 1, take the **Basic Equipment Cards** only, shuffle, and place face-down in your play area.
   5B.If you are playing Crime Scene 2, combine the **Basic and Advanced Equipment Cards**, shuffle, and place face-down in your play area.
6. Place **Effort cubes** in a supply beside the play area.
7. Place the **Player Board** face up in your play area, within easy reach.

8. Place the **Time Tracker cube** on the starting time (default: 60 minutes) on the **Crime Scene Time Tracker.**
9. Place one **six-sided die** within easy reach, in your play area. Place the others in a supply beside the play area.
10. **You are now ready to play The Cleaner.**
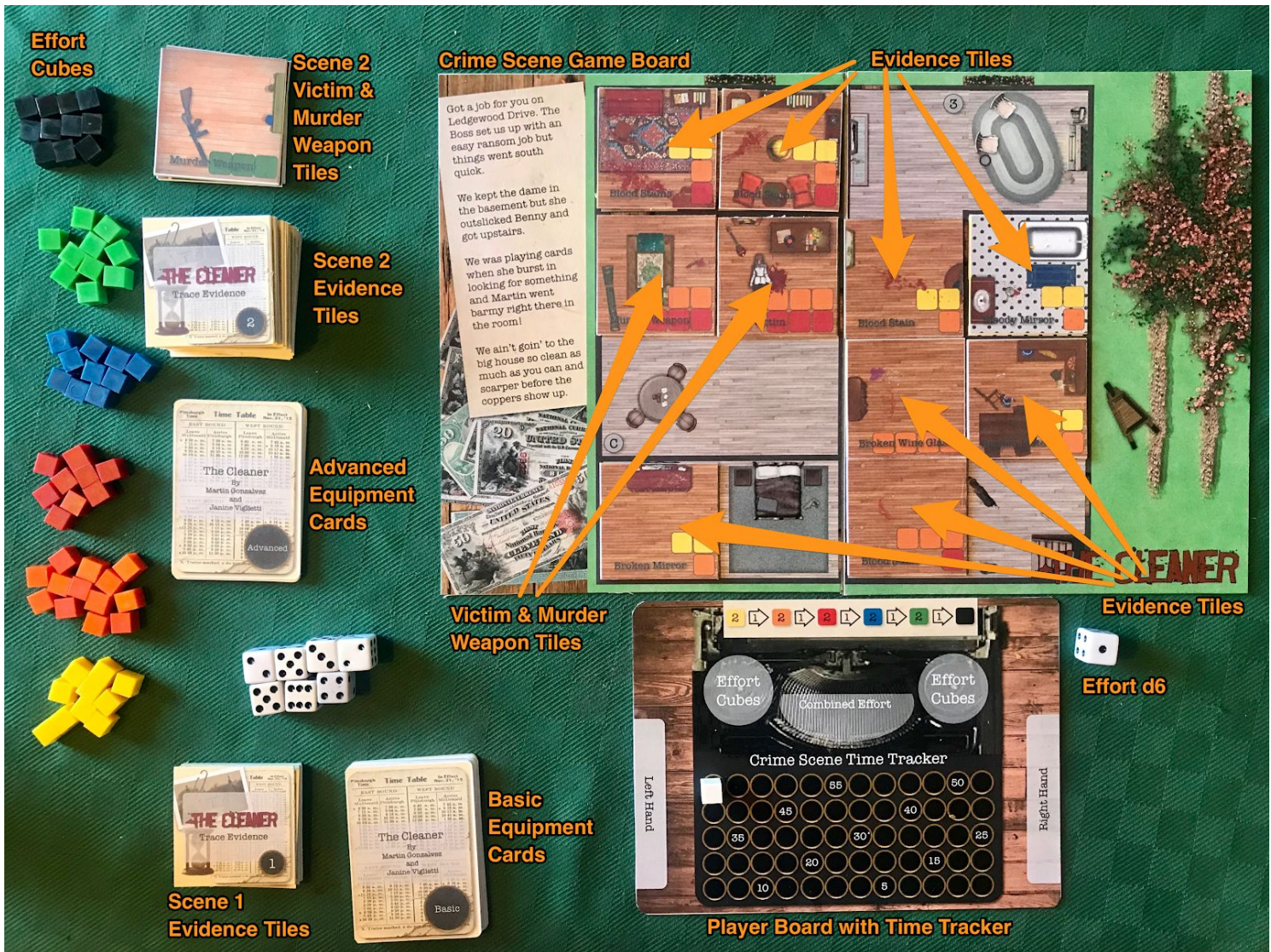
Playing The Cleaner

Part 1: Clean The Crime Scene

Each turn at the Crime Scene consists of two phases: an Action Phase and a Refresh Phase.

Action Phase

Take four actions, in any order. You may repeat the same actions in a turn. If at any point the Equipment deck runs out, shuffle the discard pile to make a fresh Equipment deck.

A. Place Equipment Card - Draw the top two cards from the Equipment deck. Choose one card, discard the other. Place the chosen Equipment card in an open hand slot on your Player Board.

B. Activate Equipment Card - Activate an Equipment Card already in a hand slot on the Player Board from a previous action or turn. Roll the Effort D6, gain Effort cubes (if any) and adjust remaining time as indicated on the Equipment card. Discard Equipment card immediately after activation.

Note: If you want, you may re-roll the Effort d6 at the cost of 3 time. This does not count as an additional action, and you must accept the result of the re-roll, good or bad. Alternatively, you may spend 5 time to increase the effort roll by 2 points. This also does not count as an action.

C. Clean Evidence - Take Effort cubes from any space on your Player Board, place on matching spaces on a single Evidence Tile. You may not distribute Effort cubes among multiple Evidence Tiles in a single action.

Note: You may store Effort cubes on your Player Board for use in a later turn. However, storing cubes will cost you time, as explained in the Refresh Phase.

D. Combine or Split Effort - Move Effort cubes to the Combined Effort space on the Player Board. Combine two cubes of lower Effort to immediately produce one cube of greater Effort. Or, split one cube of greater Effort to produce two cubes of lower Effort. Refer to the Effort cube conversion table printed on the Player Board. Lower remaining time by one minute for each Effort cube combined or split, multiplied by each cube's Effort level multiplier (see table below).

Cube Color	Effort Level	Effort Level Multiplier
yellow	low Effort	x 1
orange	medium Effort	x 2
red	high Effort	x 3
blue	very high Effort	x 4
green	intense Effort	x 5
black	inhuman Effort	x 6

Example 1: Claire combines two orange (medium Effort) cubes to create one red (high Effort) cube. Claire lowers remaining time by 2 orange cubes x 2 (medium effort) = 4 minutes.

Example 2: Mark splits one blue Cube (very high Effort) to create two red (high Effort) cubes. Mark lowers remaining time by 1 blue cube x 4 (very high Effort) = 4 minutes

E. Replace Equipment - Discard two unactivated Equipment cards currently in hand slots on your Player Board. Immediately draw the top two Equipment cards from the Equipment deck, place in hand slots. Lower remaining time by three minutes.

F. Perform Card Action - Certain cards, when combined with certain other cards, allow you to perform an action printed on the card. For example, the Scrub Brush, combined with a Bucket of Water, produces 1 cube of any color. The Hoover, combined with Deodorizer, produces two cubes of any color. These card actions do not require a die roll, but they do use up an action. Discard both Equipment cards immediately after use.

Refresh Phase

Once you have taken four actions, perform the following checks to refresh for the next turn:

- Check that you have discarded any activated Equipment cards
- Remove from the crime scene any Evidence Tiles whose Effort cubes you have completely covered, return Effort cubes to the supply
- If any Effort cubes will be stored on the Player Board for a later turn, you must lower remaining time by one for each Effort cube,

multiplied by the cube's Effort level (yellow cube = 1, orange cube = 2, red cube = 3, blue cube = 4, green cube = 5, black cube = 6).
- *Example: Corey left two orange Effort cubes on the Player Board at the end of a turn. Lower time by 2 cubes x 2 = 4 minutes).*

Continue playing the Action and Refresh phases, until you have either removed all Evidence tiles, you decide to leave the crime scene, or you run out of time. If you managed to clean all the Evidence Tiles from the crime scene, well done! Proceed to **Scoring**.

If at any point during the Action Phase, your Time Tracker cube lands on the last space on the Time Tracker, the police arrive, arrest you at the crime scene, and you **lose the game**.

Before time runs out, you must declare -- **before** starting the next turn -- that you are leaving the crime scene. Discard all remaining equipment cards and unplaced Effort cubes, and proceed to **Part 2: Police Investigation**.

Make a note of the time remaining as you declare that you are leaving the crime scene -- this will count toward your final score.

Note: If you leave the crime scene without disposing of the Victim and/or the Murder Weapon, **you lose the game!**

Part 2: Police Investigation:

The more Evidence Tiles you leave behind at the Crime Scene, the more chances you give the police to find those pieces of evidence. Resolve the Police Investigation as follows:

- For each Evidence Tile left behind at the scene, you will **simultaneously** roll a number of d6's matching the number of uncleaned spaces on that tile.

- Resolve each Evidence Tile, one by one, in any order you choose, until all the tiles have been resolved.

- For each Evidence Tile, note the colors of the uncleaned spaces. The color of the space determines the outcome of the die roll results, whether the police find that piece of evidence or not, according to the table below.

Color of uncleaned space on Evidence Tile	Police find that piece of Evidence on a result of...
Yellow	1
Orange	1 or 2
Red	1, 2 or 3
Blue	1, 2, 3 or 4
Green	1, 2, 3, 4 or 5
Black	If uncleaned, police automatically find this piece of Evidence

- For each Evidence Tile, you may assign die roll results to colored spaces on the tile, in any order.

- If police fail to find evidence on a tile, remove that Evidence Tile from the crime scene, return any cubes to the supply.

Example: in the Evidence Tile pictured above, Thomas left two colored spaces uncleaned: a yellow space, and an orange space. He rolls 2d6, and gets a "2" and a "3". Thomas assigns the "2" to the yellow space, and the "3" to the orange space. Thomas's cleaning was sufficient to escape police detection! He may remove this Evidence Tile from the Crime Scene.

- If police find the evidence on an Evidence tile, place a number of dice on that tile matching the number of pieces of evidence (colored spaces) the police found.

- Once you have resolved all Evidence Tiles and marked with dice all the pieces of evidence found by the police, proceed to **Scoring.**

Scoring:

After the police finish investigating the Crime Scene, it's time to tally your score:

1. Take your remaining time, in minutes, when you declared you were leaving the crime scene
2. Add 20 if you played on Insane Difficulty, add 10 if you played on Hard Difficulty. Subtract 10 if you played on Easy Difficulty.
3. Subtract from your score the corresponding values in the table below for each piece of Evidence (colored spaces) found by the police:

Color of space found by police	Subtract from score:
yellow	-2
orange	-4
red	-6
blue	-8
green	-10

- Now compare your score to the ranking table below to see how well you stack up as a Cleaner:

Score	Rating
30+	**Immortal Cleaner**. No one will ever catch you, your record is "spotless".
20-29	**Elite Cleaner**. You "clean up nicely" in this line of work.
10-19	**Veteran Cleaner**. You've "gotten your nose dirty" once or twice.
1-9	**Sanitation Worker**. Other cleaners would "wipe the floor" with you.
0 or lower	**Janitor**. You couldn't clean your way out of a paper bag.

Acknowledgments

Please send your comments, questions and feedback to Martin and Janine, care of our work-in-progress thread on Boardgamegeek.com